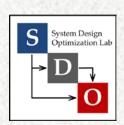
Enabling All-Access Mobility for Planetary Exploration Vehicles via Transformative Reconfiguration







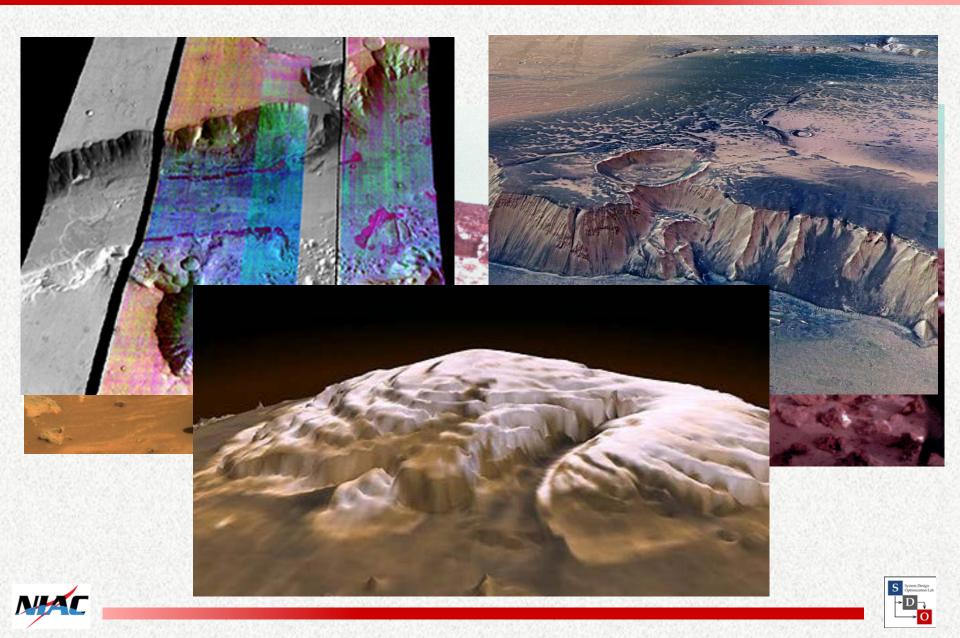
Scott Ferguson
Andre Mazzoleni
3 graduate students
19 undergraduate students

Mechanical and Aerospace Engineering North Carolina State University





Challenges of chaotic terrain



Is mobility enough?





How can we encourage concepts that are even more different?





What potential advantages / mission types could we then do?









Four drivers of reconfigurability

Expand / Collapse

Expose / Cover

イベスイン



Multi-ability

Reorientation

Fuse / Divide





The need to constrain reconfigurability







Project objective



Multiple scientists wanting to:

- Sense something
- Measure something
- Explore something



Engineers want something:

- Low risk
- Easily analyzable
- Realizable

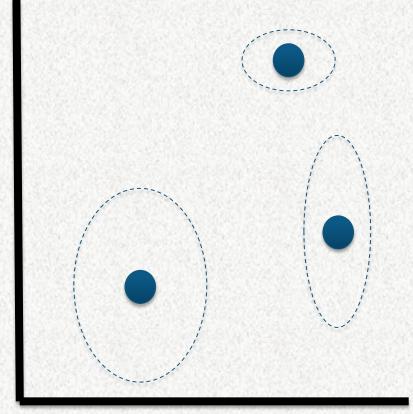




Project objective







What makes for an effective configuration??





Leveraging the university infrastructure

3 Graduate students (Mars exploration class) 19 Undergraduate students (Capstone design)

Identify mission, science, and requirements

Develop conceptual solutions

Conduct analysis

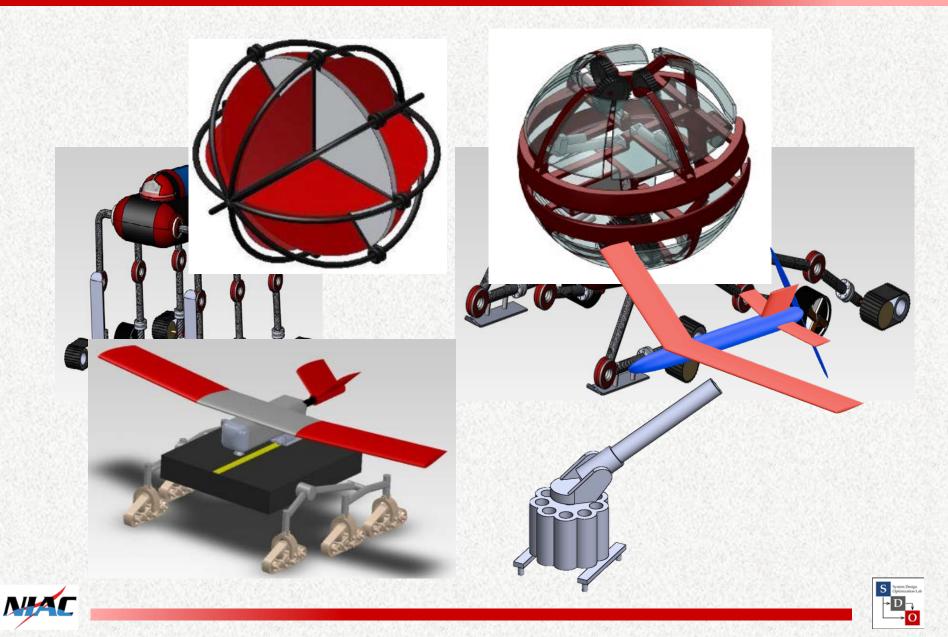
Initial prototyping

Tradespace exploration Advanced simulation

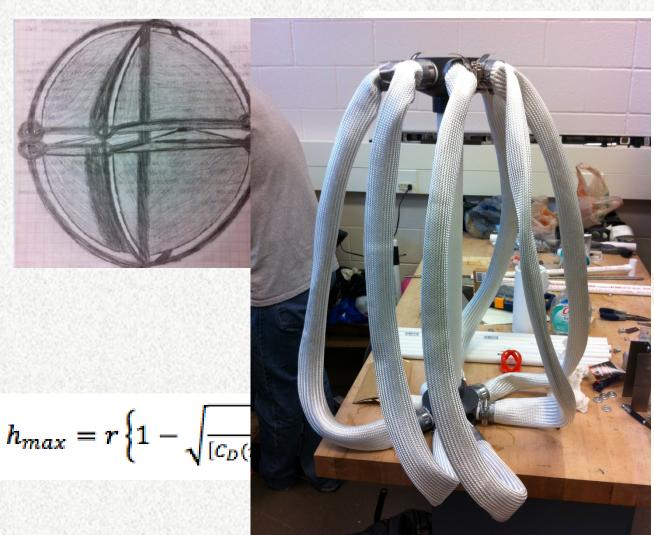


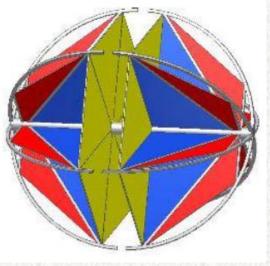


What baselines have been created so far?



Development of the tumbleweed rover



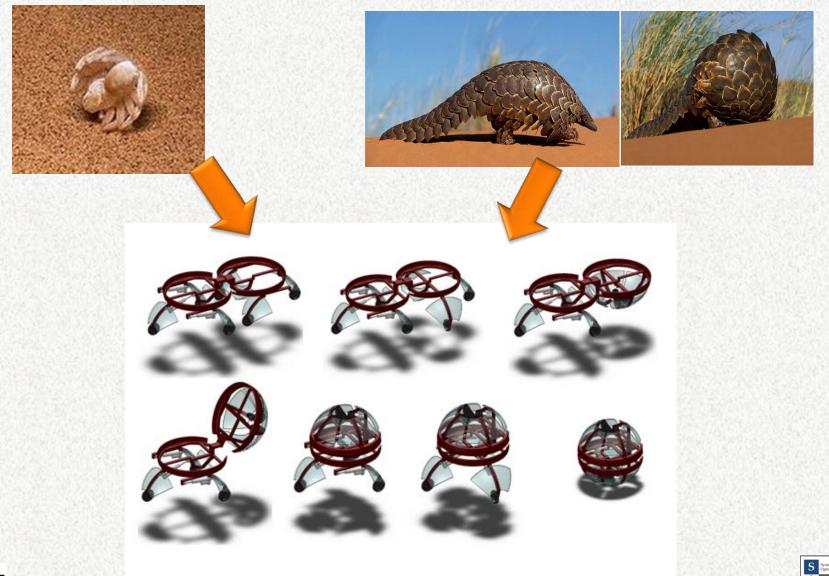








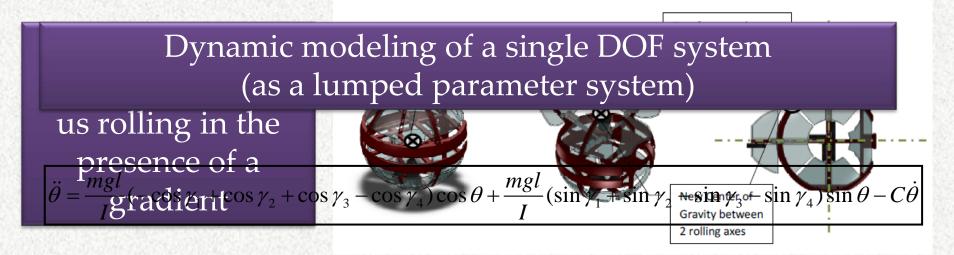
Inspiration for the TRRex

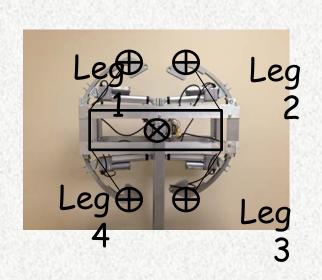


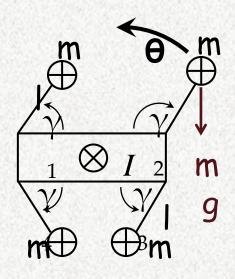




Modeling / analysis of rolling motion





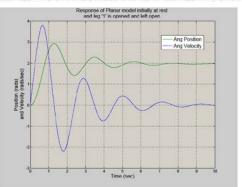


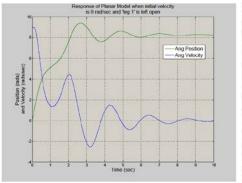


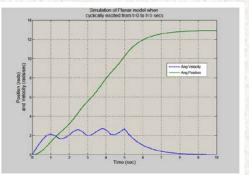


Prototype and testing





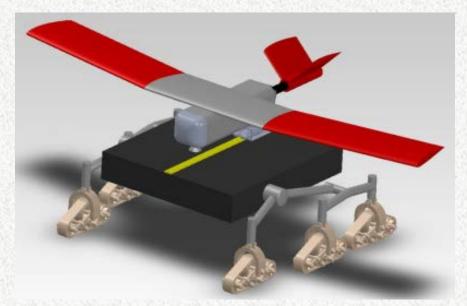


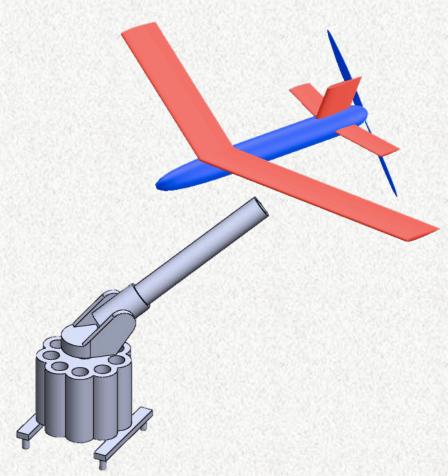






Air-based concepts









Melas Chasma

Terrain:

- Sand dunes leading up to, surrounding, and inside the chasm
- Rocky cliff faces 40°+ incline; landslide material 30-45° incline
- o Descent of 11km
- o Rocky floor and roaming sand dunes

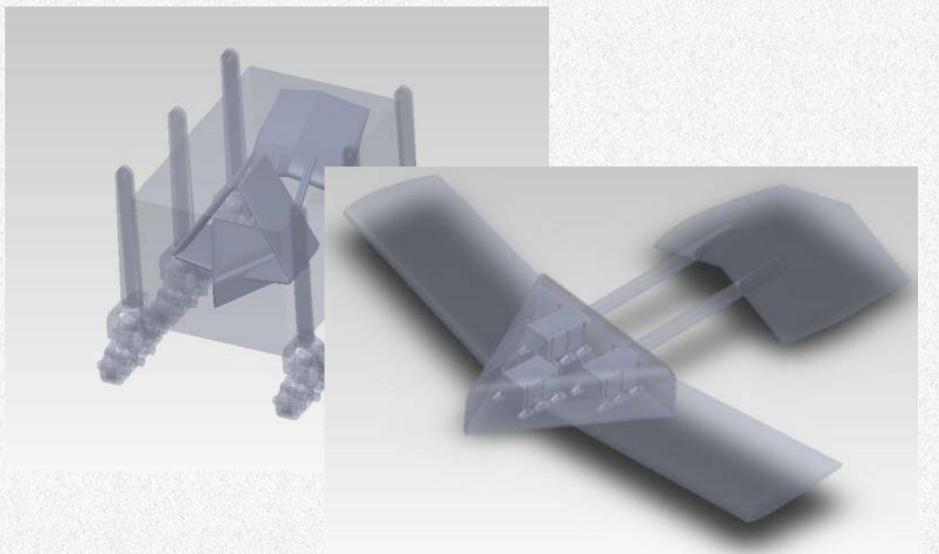
The mission:

Find the most efficient way to land on the surrounding planes, traverse the dunes to reach the top of the chasm, and then descend to the floor while still being mobile once on the floor





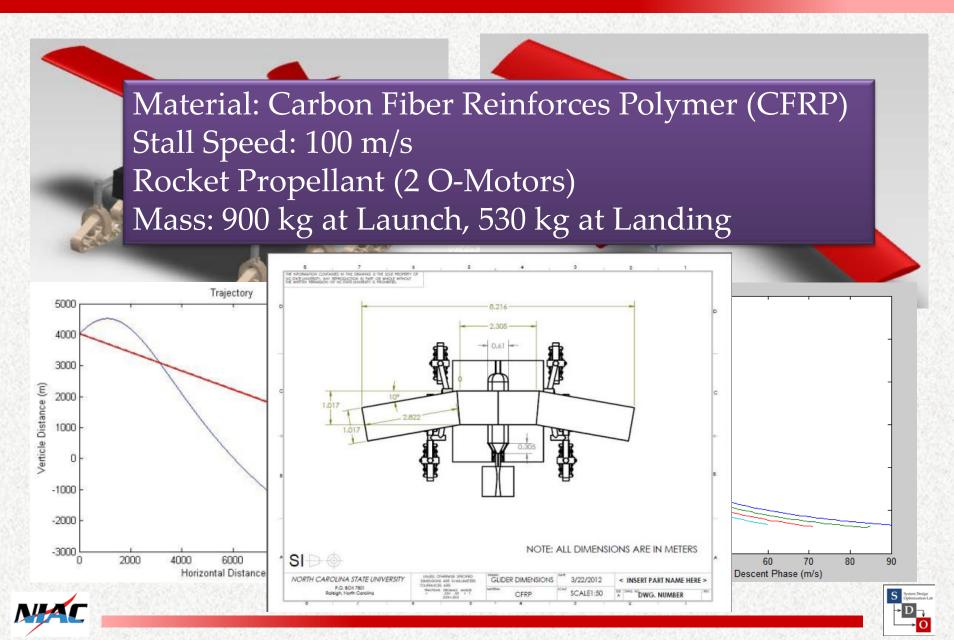
Initial concept



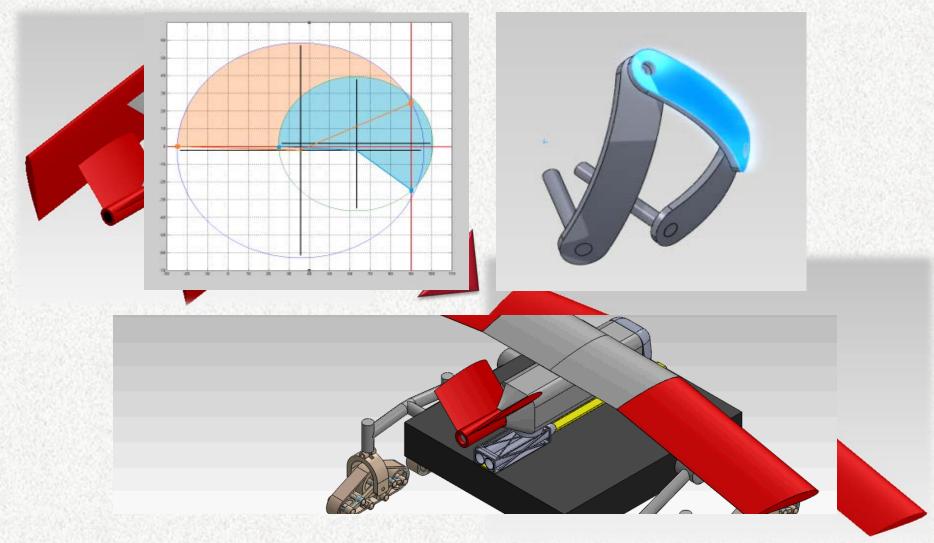




Designing the glider



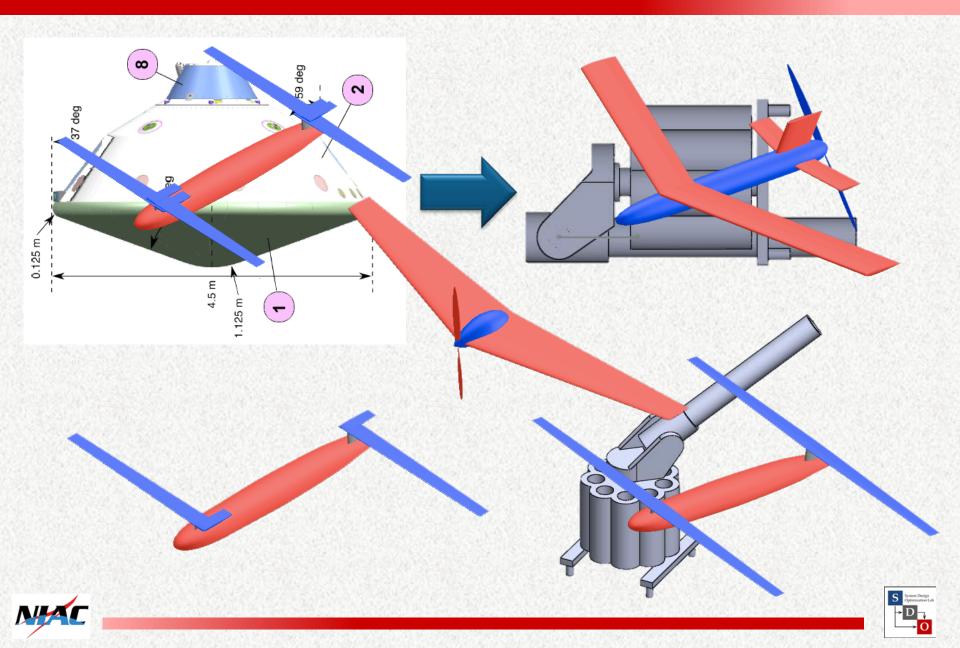
Describing the reconfigurations



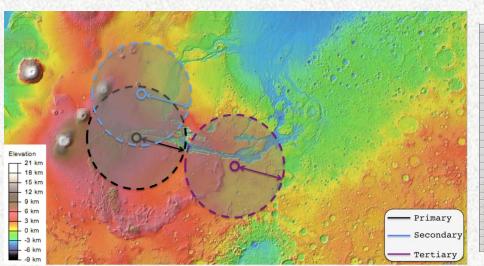


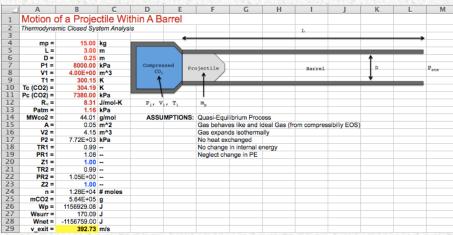


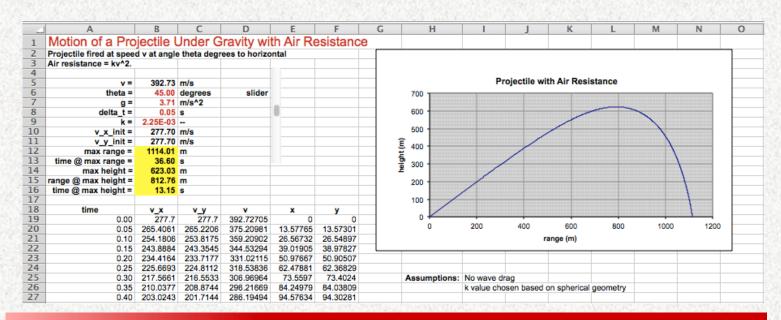
Development of an air cannon



Requirements definition and analysis





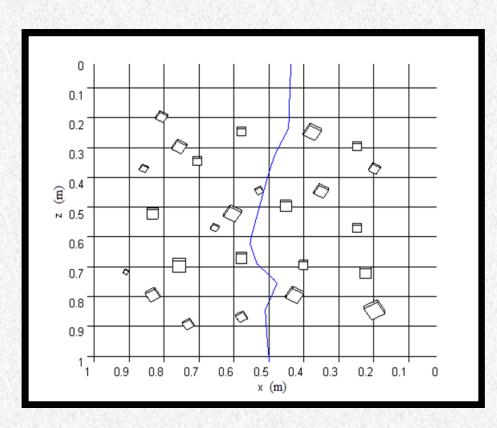


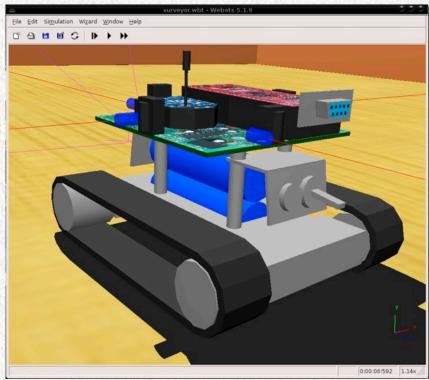




Where do we go from here?

- Advanced simulations
 - Webots simulation software



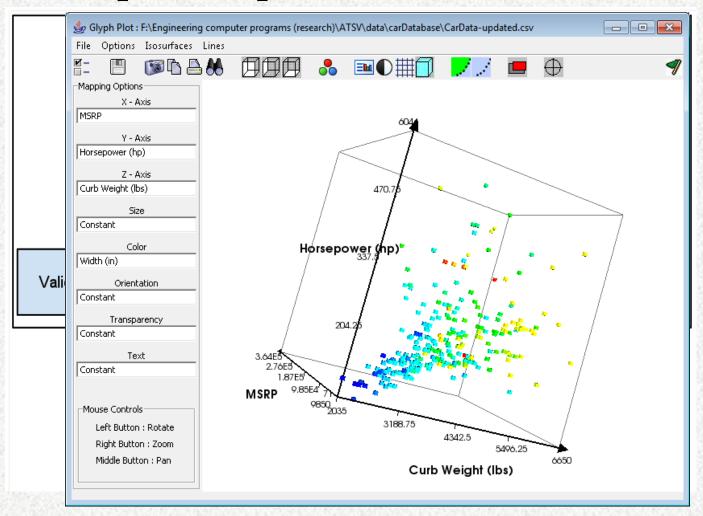






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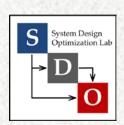
Tradespace exploration







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